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This article describes HoloSketch, a virtual reality-based 3D geometry creation and manipulation tool. HoloSketch is aimed at providing nonprogrammers with an easy-to-use 3D “What-You-See-Is-What-You-Get” environment. Using head-tracked stereo shutter glasses and a desktop CRT display configuration, virtual objects can be created with a 3D wand manipulator directly in front of the user, at very high accuracy and much more rapidly than with traditional 3D drawing systems. HoloSke ...

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A multi-user Virtual World has been implemented combining a flexible-object simulator with a multisensory user interface, including hand motion and gestures, speech input and output, sound output, and 3-D stereoscopic graphics with head-motion parallax. The implementation is based on a distributed client/server architecture with a centralized Dialogue Manager. The simulator is inserted into the Virtual World as a server. A discipline for writing interaction dialogues provides a clear concep ...

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Linda Alvord
Proceedings of the APL 81 conference October 1981
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